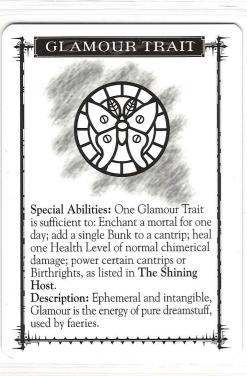






GLAMOUR TRAIT







GLAMOUR TRAIT



Special Abilities: One Glamour Trait is sufficient to: Enchant a mortal for one day; add a single Bunk to a cantrip; heal one Health Level of normal chimerical damage; power certain cantrips or Birthrights, as listed in The Shining Host.

Description: Ephemeral and intangible, Glamour is the energy of pure dreamstuff, used by faeries.

GLAMOUR TRAIT



Special Abilities: One Glamour Trait is sufficient to: Enchant a mortal for one day; add a single Bunk to a cantrip; heal one Health Level of normal chimerical damage; power certain cantrips or Birthrights, as listed in The Shining Host.

Description: Ephemeral and intangible, Glamour is the energy of pure dreamstuff, used by faeries.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

BLOOD TRAIT



Special Abilities: One Blood Trait is sufficient to: Heal one Health Level of normal damage; gain one temporary Physical Trait; turn a mortal into a ghoul for one month; sustain a vampire for one night; power certain Disciplines as listed in Laws of the Night.

Description: Blood sustains the undead and gives them power. This represents about a pint of blood.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLPOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special adiatives.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special adities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLPOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

Description: Strength of will is key in overcoming adversity or enforcing one's desires.

WILLDOWER TRAIT



Special Abilities: One Willpower Trait is sufficient to: Ignore all wound penalties for one challenge; recover all lost Traits in one Attribute category once per game session; gain a retest when defending against a Mental or Social Challenge; power certain special abilities.

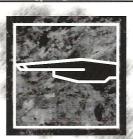
Description: Strength of will is key in overcoming adversity or enforcing one's desires.

ROCK



Description: Rock defeats Scissors, and loses to Paper and the Bomb.

DADEE

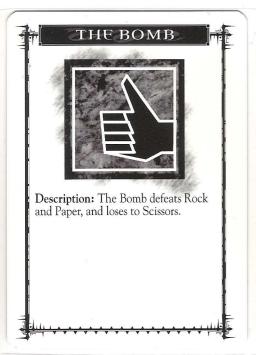


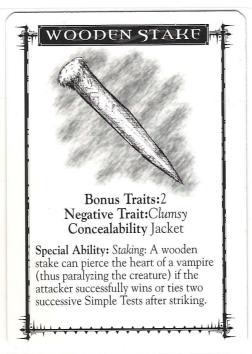
Description: Paper defeats Rock, and loses to Scissors and the Bomb.

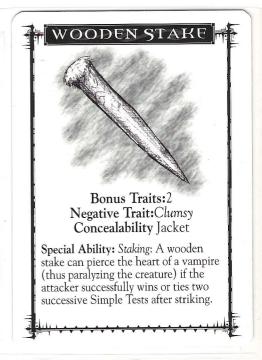
SCISSORS



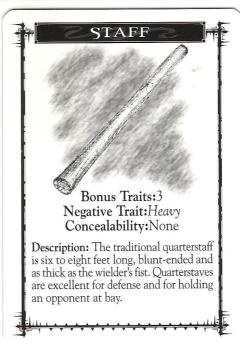
Description: Scissors defeat the Bomb and Paper, and loses to Rock.

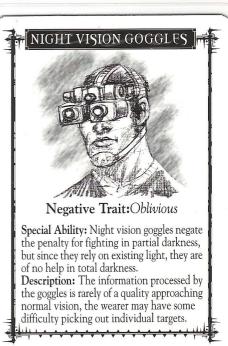






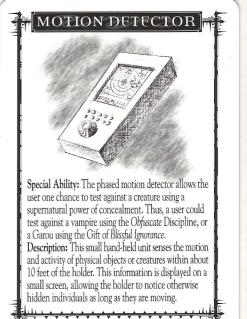


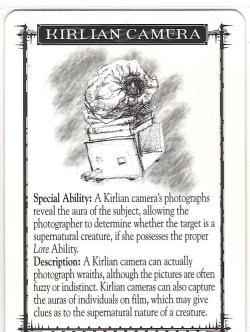


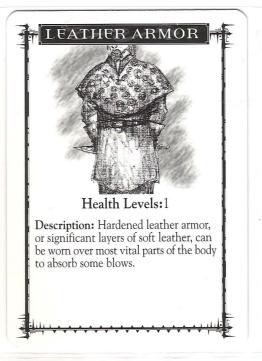






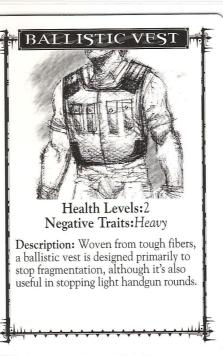


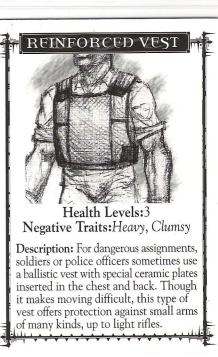






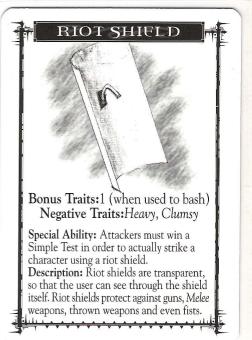














take various forms depending on the

crucifixes to elaborate prayer wheels to

Faith of the wielder, from ornate

colorful dream-catchers.



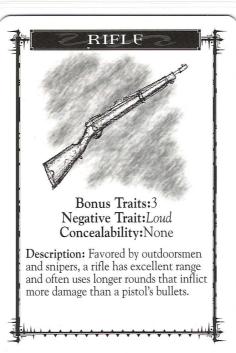














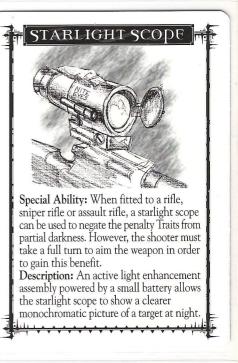


















blow), as the fang "bites" deeper into the wound







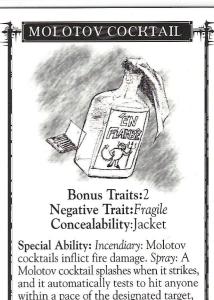












whether friend or foe.





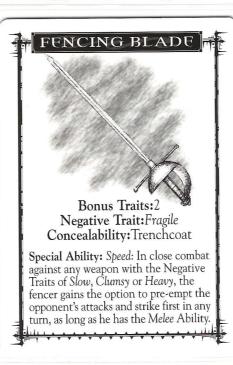




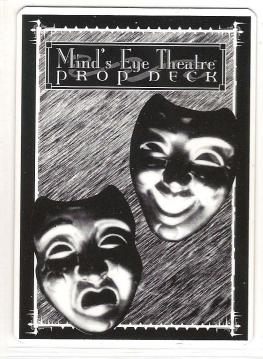














This Prop Deck contains 98 sturdy cards for use with all White Wolf Mind's Eye Theater Games. Each card is illustrated and includes stats and information for the item in question. Also included are Blood, Rage, Gnosis, Pathos, Glamour and Willpower Traits.

Price: \$14.95 Stock#WW5180 ISBN 1-56504-679-X Printed in Canada







